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(54) **PERSONAL VIDEO CHANNELS**

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USPC 709/227–229, 231; 725/45–47, 86, 95, 725/97, 100–101, 105, 120, 135
See application file for complete search history.

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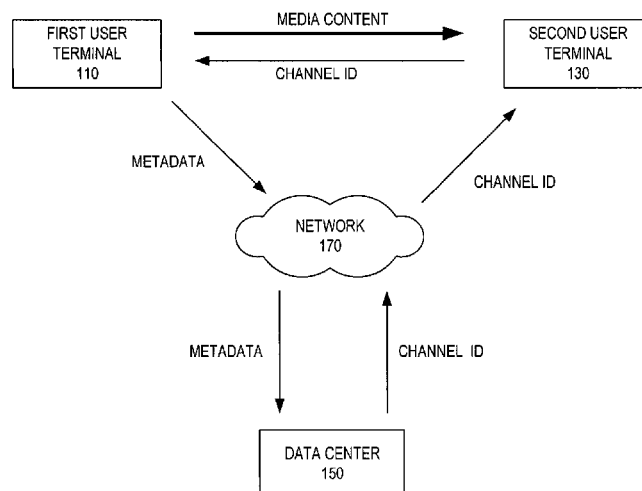
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Primary Examiner — Farzana Huq

(57) **ABSTRACT**

Systems and methods provide personal channels from a network-capable user terminal. A first user terminal may receive a request from a second user terminal for access to a personal channel created by a user and stored on the first user terminal in association with media content. In response to the request, the first user terminal may access the media content associated with the requested personal channel and provide the media content to the first user terminal over the network. A data center accessible by both the first and second user terminals may facilitate the access to the personal channel by storing information associated with the personal channel, including terminal identifiers and metadata, and providing a searchable catalog interface to identify personal channels to view.

20 Claims, 10 Drawing Sheets



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H04L 65/4084 (2013.01); **H04L 67/325**
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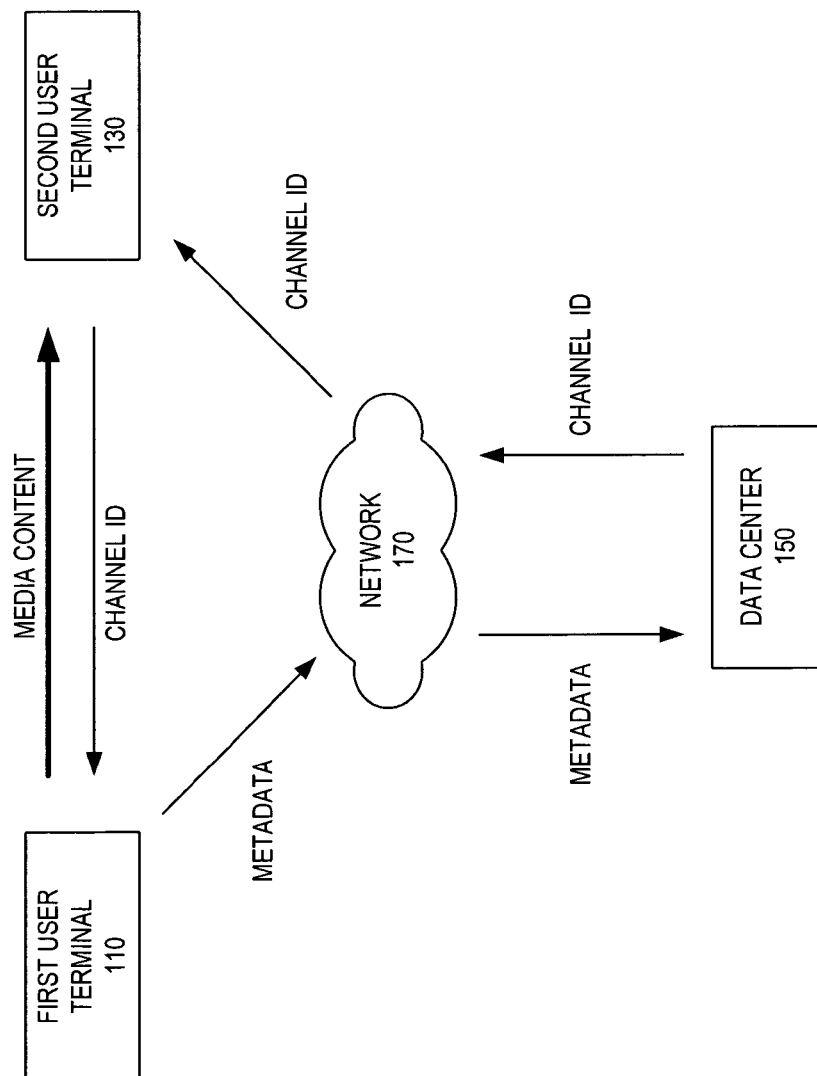


FIG. 1

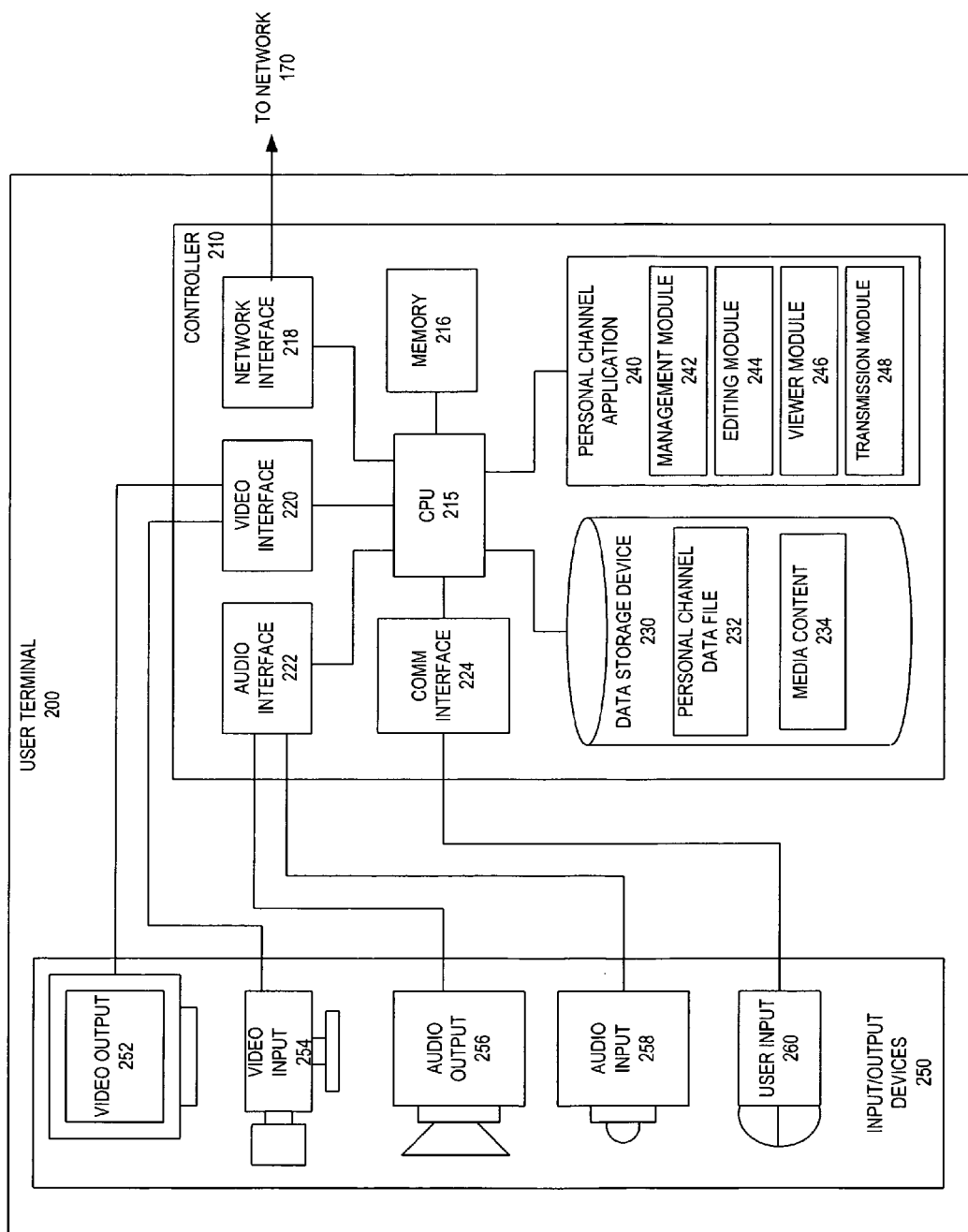


FIG. 2

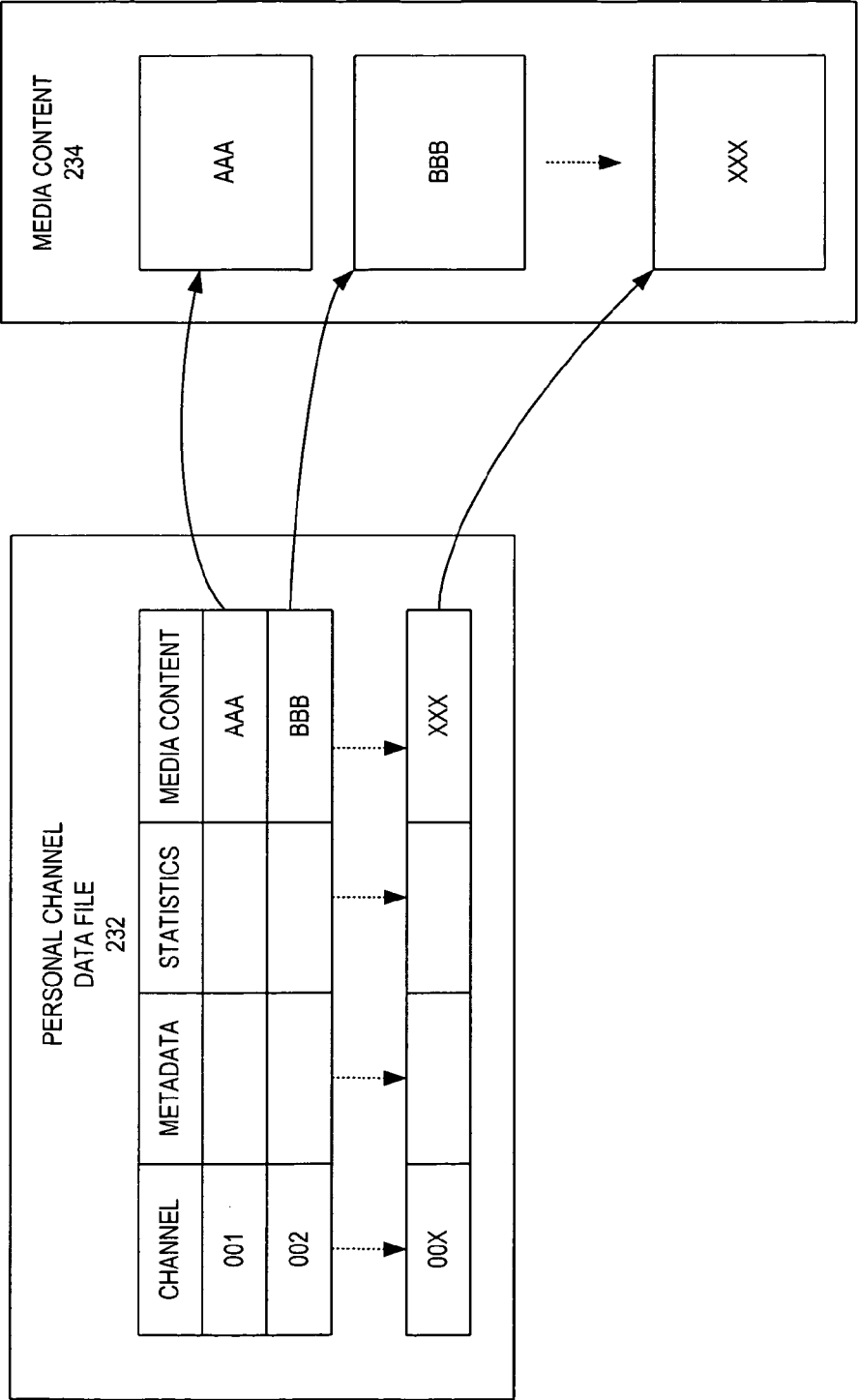


FIG. 3

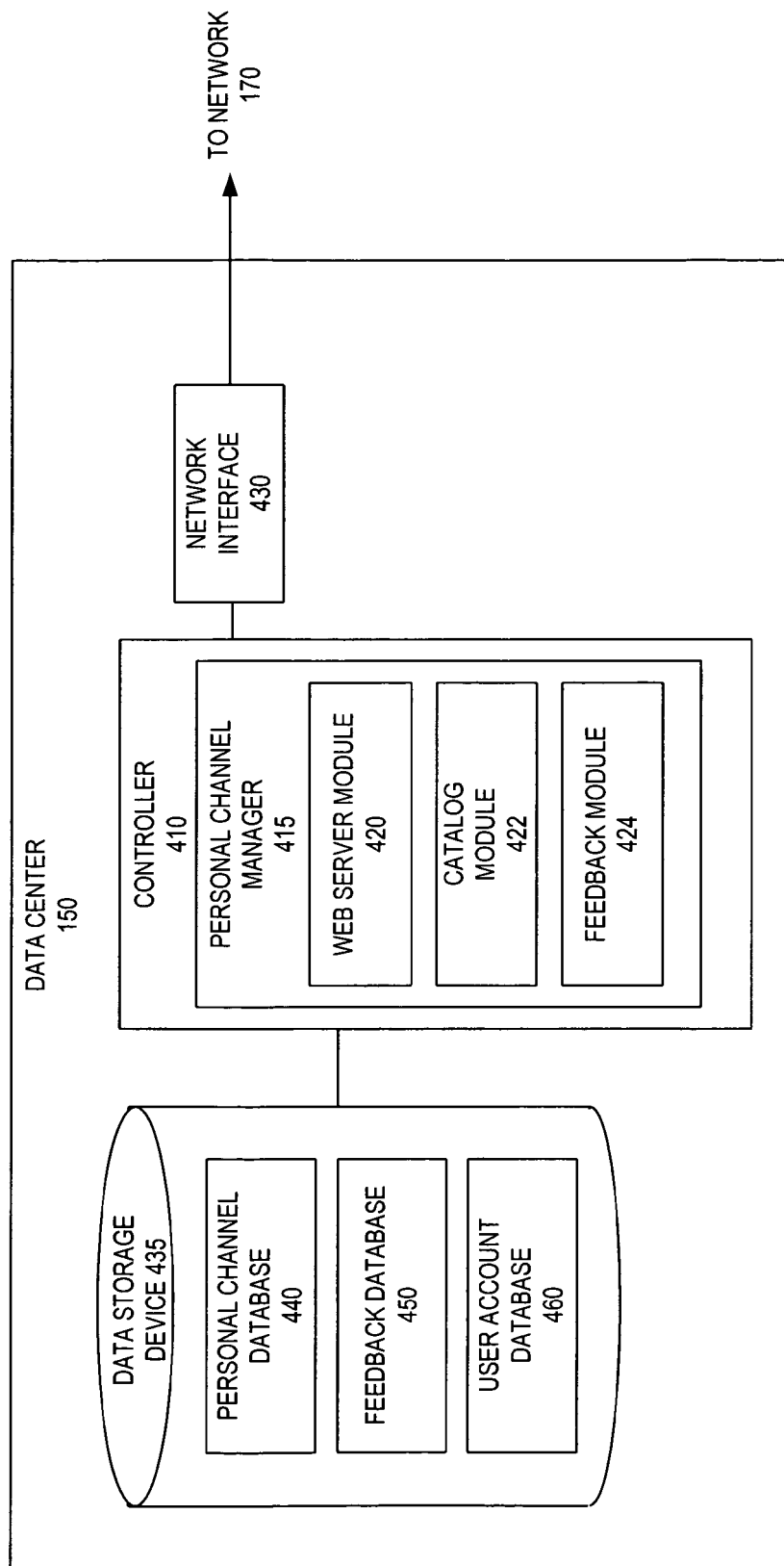


FIG. 4

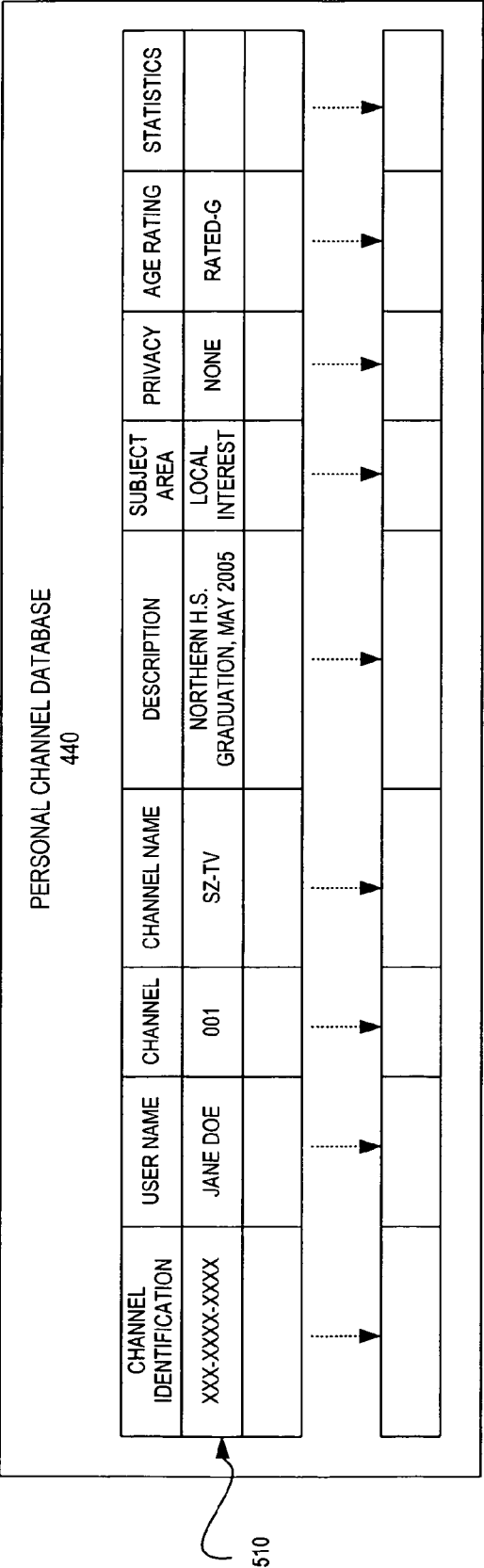


FIG. 5A

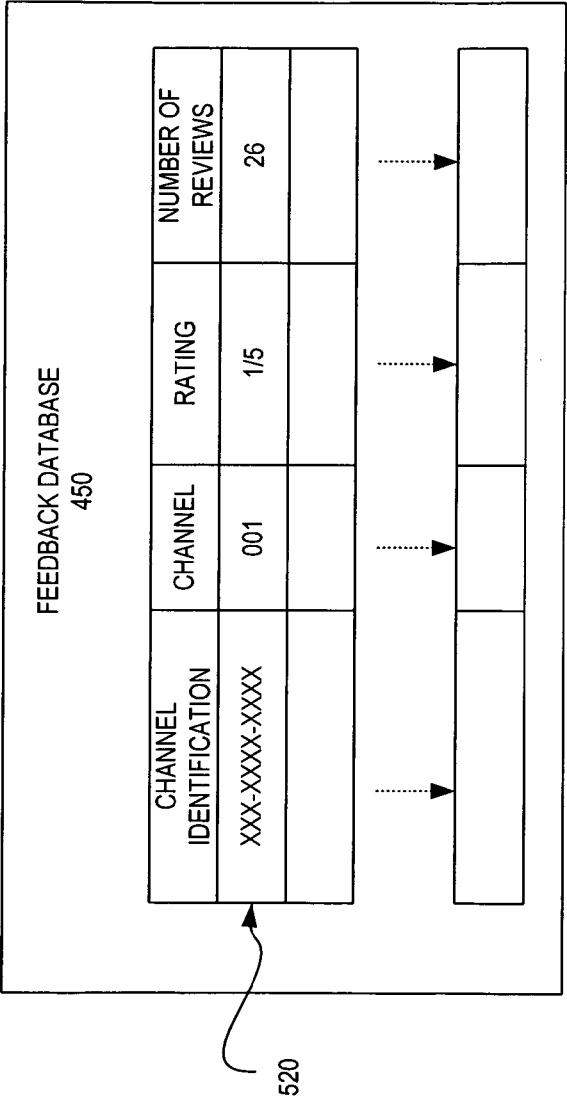


FIG. 5B

[illegible]

FIG. 6A

INTERACTIVE PROGRAMMING GUIDE

650

FRIDAY	7:00 PM	7:30 PM	8:00 PM
NBC	BROADCAST PROGRAM		BROADCAST PROGRAM
ABC	BROADCAST PROGRAM		BROADCAST PROGRAM
CBS	BROADCAST PROGRAM		BROADCAST PROGRAM
PERSONAL CHANNEL 001	NORTHERN H.S. GRAD '05		
FOX	BROADCAST PROGRAM	BROADCAST PROGRAM	BROADCAST PROGRAM
PERSONAL CHANNEL 002	HOME STUDY: CHEMISTRY	HOME STUDY: MATH	
TNT	COMMERCIAL MOVIE		

VIEW CHANNEL

DETAILS

RECORD

ADD TO FAVORITES

SEARCH

SUBSCRIBE

FIG. 6B

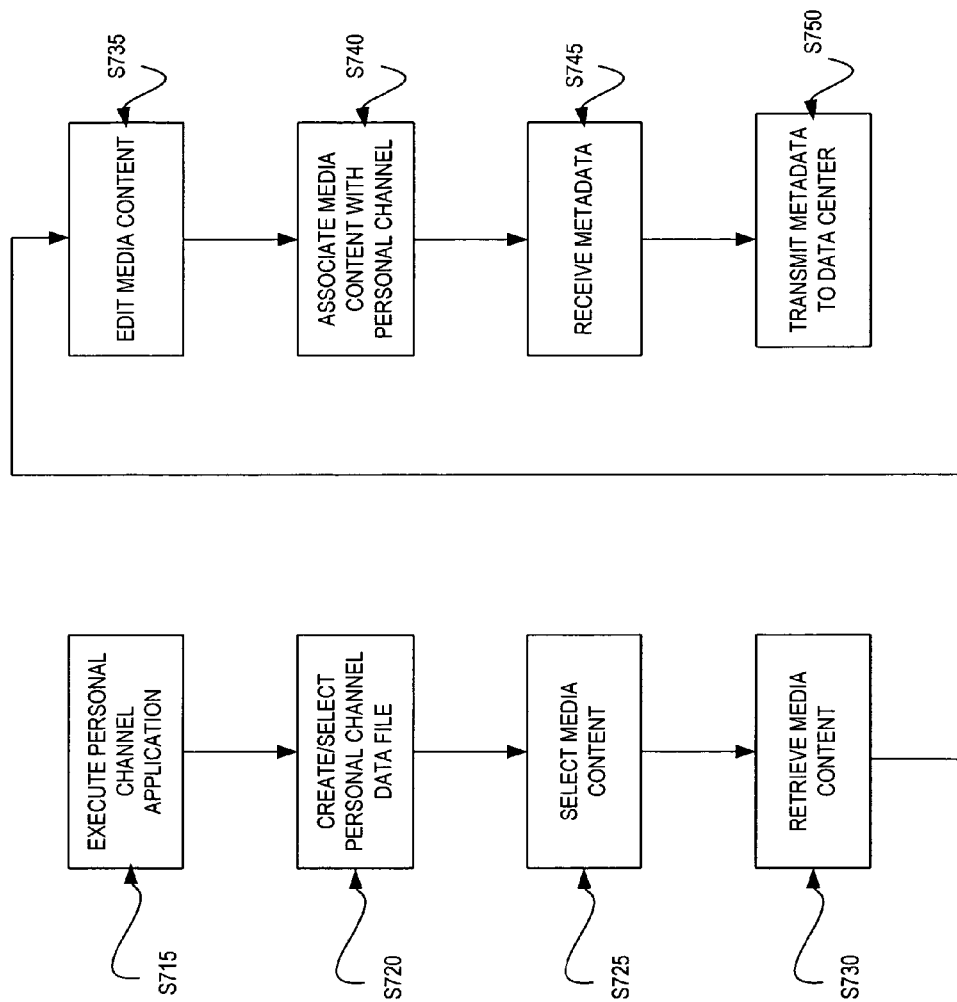


FIG. 7

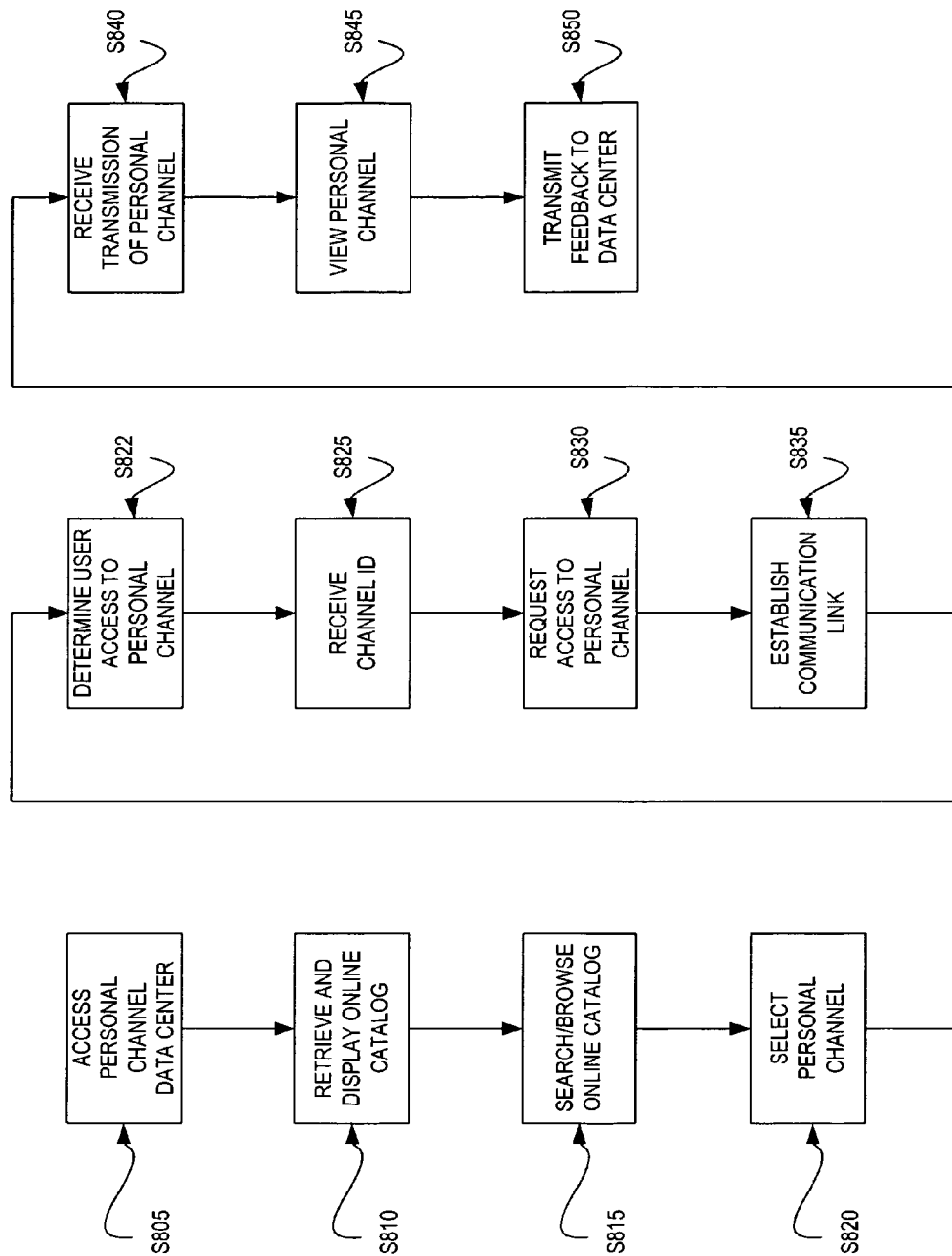


FIG. 8

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PERSONAL VIDEO CHANNELS**RELATED APPLICATION**

This application is a continuation of U.S. patent application Ser. No. 11/471,674, filed Jun. 21, 2006 (now U.S. Pat. No. 8,751,672), the disclosure of which is incorporated herein by reference.

BACKGROUND INFORMATION

Consumers and businesses receive media content from a variety of sources. Using a basic television, viewers can watch traditional broadcast media received via an antenna. Amongst many limitations, there are very few ways for viewers to personalize the content using these traditional broadcasts and television sets.

Cable and satellite television services solve some of the problems associated with broadcast television. Cable television providers receive a wide selection of content from a variety of programming sources and transmit the content directly to subscribers' homes. In the home, a "set-top box" may receive a video signal and display the associated content on a television. In some cases, the set-top box permits the selective reception of "pay-per-view" content. The typical cable set-top box, however, also offers subscribers limited personalization of content because it relies on one-way broadcast transmissions over coaxial (including possibly optical fiber) cables to transport content.

Digital video recorders enable greater personalization of television content. Using a menu or program guide displayed on a television by the digital video recorder, viewers may select broadcast programs to be recorded, input and store viewing preferences and/or define parental controls. However, digital video recorders rely on existing broadcast video signals for delivery of content, and usually use low bandwidth phone lines to communicate with program guide providers, which are used simply to select particular broadcast "channels" from which the digital video recorder will record. Thus digital video recorders still allow only limited personalization.

The growth of the Internet offers individuals access to a wide variety of media content. For instance, Internet music services allow users to create personal music libraries. In particular, users may locate music content stored on the computing facilities of the service and, on-demand, download the content to their local computing device. Other facilities, such as "peer-to-peer" file sharing services, allow users to locate music content stored at remote "peer" computing systems over the network and download such music content to their local computing devices. This can be accomplished using a peer-to-peer sharing application executing on a user's computing terminal, which transmits a list of available files to a central server that maintains a central library of music files available in the network of terminals. By accessing the central server, a second user may search the central library and select a music file to download. In response, the central server provides the second user with information required to establish a connection with the first network terminal. Based on this information, the second terminal establishes a peer-to-peer connection with the first terminal which, in turn, transmits the music file to the second terminal. By this method, a user's ability to personalize media content is enhanced.

With regard to visual media content, interactive video communication services are known to allow users to communicate using real-time video and audio. However, these services are limited because they typically require that each user

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accept an invitation to establish contact and participate in the communication. Furthermore, the quality of such communications have heretofore been restricted due to the bandwidth and transport constraints of communications networks.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 illustrates a block diagram of an exemplary system environment consistent with certain aspects related to the present invention;

FIG. 2 illustrates a block diagram of an exemplary user terminal consistent with certain aspects of the present invention;

FIG. 3 illustrates a block diagram of exemplary personal channel data stored at a network terminal consistent with certain aspects of the present invention;

FIG. 4 illustrates a block diagram of an exemplary data center consistent with certain aspects of the present invention;

FIG. 5A illustrates a block diagram of an exemplary personal channel database consistent with certain aspects of the present invention;

FIG. 5B illustrates a block diagram of an exemplary feedback database consistent with certain aspects of the present invention;

FIG. 6A illustrates an exemplary catalog provided by a data center consistent with certain aspects of data related to the present invention;

FIG. 6B illustrates an exemplary interactive programming guide consistent with certain aspects of data related to the present invention;

FIG. 7 illustrates a flowchart exemplifying a first aspect related to the present invention; and

FIG. 8 illustrates a flowchart exemplifying a second aspect related to the present invention.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

The following description refers to the accompanying drawings in which the same numbers in different drawings represent similar elements unless otherwise represented. The implementations set forth in the following description do not represent all implementations consistent with the claimed invention. Instead, they are merely examples of preferred systems and methods consistent with certain aspects related to the invention.

The preferred methods and systems consistent with certain aspects of the present invention provide a "personal channel" service allowing network-enabled user terminals (e.g., television set-top boxes or computing devices) to share media content over a network. In the preferred embodiments, a first user at a first user terminal creates a "personal channel" associated with one or more media content items. In conjunction with the creation of the personal channel, the user inputs metadata describing the media content of the personal channel. This metadata is transmitted to a network data center where it is stored in association with a first user terminal identifier. Based on the metadata, the data center may generate a listing of personal channels (e.g., an online catalog or interactive program guide) available over the network. A second user at a second user terminal may access the catalog, search the catalog, and select the first user's personal channel. In response to the selection, the network data center transmits the first user terminal identifier associated with the selected personal channel to the second user terminal. Based on the terminal identifier, the second user terminal requests access to the selected personal channel from the first user terminal. In

response to the request, the first user terminal provides the media content associated with the personal channel to the second user terminal over the network.

FIG. 1 provides a block diagram exemplifying system environment **100** consistent with a preferred embodiment of the present invention. System environment **100** may include first user terminal **110**, second user terminal **130**, data center **150** and network **170**.

User terminals **110** and **130** may include components consistent with computing or display systems such as processors, memory and input/output devices that enable a user to create, store, and present personal channels, as well as other aspects consistent with the present invention. User terminals **110** and **130** may be implemented using one or more generic computer systems including, for example, personal computer, mini-computer, microprocessor, workstation or similar computer platforms typically employed in the art. Alternatively, user terminals **110** and **130** may encompass or be embedded within a specialized computing system including, for example, a set-top box, video telephone, video game console, portable telephone, personal digital assistant, or portable game device. User terminals **110** and **130** may be located in a user's home, at a business, in a public kiosk or in a portable device. Furthermore, user terminals **110** and **130** may be a owned by a user or may be provided to the user by a communications service provider, for example, in conjunction with television broadcast service, telephone service, broadband data service (e.g., Internet), or other communications services.

Consistent with aspects of this invention, data center **150** executes computer instructions for brokering the exchange of media content between user terminals **110** and **130** over network **170**. Further, data center **150** may store personal channel metadata and, in some embodiments, personal channel media content. Data center **150** may be one or more computer systems including, for example, personal computer, mini-computer, microprocessor, workstation or similar computer platforms typically employed in the art. Data center **150** may include, among other components, processors, memory, and input/output devices that enable data center **150** to facilitate the preferred methods described herein.

Network **170** may be one or more communication networks that communicate information between user terminals **110** and **130**, and data center **150**. Network **170** may be any type of network for communicating information, including data, text, pictures, voice and video. In some instances, communications network **170** may possess sufficient bandwidth to transmit real-time video between user terminals **110** and **130** and/or data center **150**. Network **170** may be a shared, public, private, or peer-to-peer network encompassing a wide or local area including an extranet, an Intranet, the Internet, a Local Area Network (LAN), Wide Area Network (WAN), public switched telephone network (PSTN), Integrated Services Digital Network (ISDN), radio links, cable television network, satellite television network, terrestrial wireless network, and any other form of wired or wireless communication networks.

Network **170** may be compatible with any type of communication protocol used by the components of system environment **100** to exchange information, such as Ethernet, ATM, Transmission Control/Internet Protocol (TCP/IP), Hypertext Transfer Protocol (HTTP), Hypertext Transfer Protocol Secure (HTTPS), Real-time Transport Protocol (RTP), Real Time Streaming Protocol (RTSP), Global System for Mobile Communication (GSM) and Code Division Multiple Access (CDMA) wireless formats, Wireless Application Protocol (WAP), high bandwidth wireless protocols (e.g., EV-DO,

WCDMA) or peer-to-peer protocols. The provider(s) of network **170** may be, for instance, an Internet Service Provider (ISP), a landline telephone carrier, a cell phone system provider, a cable television provider, a satellite television provider, an operator of a WAN, an operator of LAN, or an operator of point-to-point network.

The preferred embodiments described herein may be implemented in various environments. Such environments and related applications may be specifically constructed for performing the various processes and operations described herein, or they may include a general purpose computer or computing platform selectively activated or configured by program instructions to provide the described functionality. The processes disclosed herein are not inherently related to any particular computer or other apparatus, and may be implemented by a suitable combination of hardware, software, and/or firmware. For example, various general purpose data processing machines may be used with programs written to implement portions of the preferred embodiments described herein; or it may be more effective, convenient and/or cost-effective to construct a specialized apparatus or system to perform the described methods or techniques.

The preferred embodiments described herein may be further implemented in processor-readable media that include program instructions and/or data configured to perform the various methods described herein. The program instructions may be those specially designed and constructed, or they may be of the kind well-known and available to artisans in the field of computer software. Examples of program instructions include, for example, machine code such as produced by a compiler, files containing high-level code executable by a computer via an interpreter, or levels of abstraction therebetween.

FIG. 1 further illustrates the flow of information between user terminals **110** and **130**, and data center **150** over network **170**. After creating a personal channel, first user terminal **110** transmits information associated with the personal channel (e.g., metadata) over network **170** to data center **150**. Subsequently, when second user terminal **130** selects the first user's personal channel from data center's **150** catalog of personal channels, data center **150** transmits a first user network terminal identifier to the second user terminal **130**. Based on the identifier, second user terminal **130** contacts first user terminal over network **170** and requests transmission of the personal channel. In response, first user terminal **110** establishes a communication link to second user terminal **130** and proceeds to transmit the media content associated with the selected personal channel directly to second user terminal **130**. Alternatively, second user terminal **130** may access personal channels at first user terminal **110** directly based on the identifier of first user terminal **110**. In other alternatives, second user terminal **130** may access personal channels stored at data center **150**.

As illustrated in FIG. 1, system environment **100** includes two user terminals **110** and **130**, a single data center **150**, and network **170**. However, as is readily apparent to an artisan, practical embodiments may include a plurality of user terminals and/or data centers linked over multiple networks by a plurality of network exchange points sharing data between the networks.

FIG. 2 provides a block diagram showing aspects of an exemplary user terminal **200** including components for creating a personal channel, providing the personal channel to other user terminals, and certain other components. User terminal **200** may include controller **210** and input/output devices **250**. Controller **210** may be one or more processing devices that execute computer instructions stored in one or

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more memory devices to provide functions consistent with certain aspects of the preferred embodiments described herein. Controller **210** may include, for example, central processing unit (CPU) **215**, memory **216**, network interface **218**, video interface **220**, audio interface **222**, communications interface **224** and data storage device **230**.

CPU **215** provides control and processing functions for user terminal **200** by processing instructions and data stored in memory **216**. CPU **215** may be any conventional controller such as off-the-shelf microprocessor (e.g., INTEL PENTIUM), or an application-specific integrated circuit specifically adapted for network terminal **200**. CPU **215** may also include, for example, coprocessors, memory, registers and/or other processing devices as appropriate.

Memory **216** may be one or more memory devices that store data, operating system and application instructions that, when executed by CPU **215**, perform the processes described herein. Memory **216** may include semiconductor and magnetic memories such as random access memory (RAM), read-only memory (ROM), electronically erasable programmable ROM (EEPROM), flash memory, optical disks, magnetic disks, etc. When user terminal **110** executes an application installed in data storage device **230**, CPU **215** may download at least a portion of instructions from data storage device **230** into memory **216**.

Network interface **218** may be one or more hardware and/or software components configured to send and receive information between CPU **215** and network **170**. Network interface **218** may receive and transmit communications for user terminal **200**. For example, network interface **218** may be a modem, or a local area network ("LAN") port. Network interface **218** may support any telecommunications or data network including; for example, Ethernet, WiFi, token ring, ATM, ISDN. Alternatively, network interface **218** may be an external network interface connected to CPU **215** through communications interface **224**.

Video interface **220** may be any device for enabling information exchange between CPU **215** and video devices **252** and/or **254**. For instance, video interface **220** may include an analog-to-digital converter for converting analog video signals produced by video device **254** into digital data. Similarly, video interface **220** may include a digital-to-analog converter for converting digital video data from CPU **215** into analog video signals for video output device **252**. Furthermore, video interface **220** may include a CODEC for compressing and/or decompressing the video data. Although the video interface is described as a hardware device, it may also be implemented completely in software, or in a combination of hardware and software.

Audio interface **222** may be any device for enabling information exchange between CPU **215** and audio devices **256** and/or **258**. For instance, audio interface **222** may include an analog-to-digital converter for converting analog audio signals produced by audio input device **258** into digital data. Similarly, audio interface **222** may include a digital-to-analog converter for converting digital audio data into analog audio signals for audio output device **256**. Furthermore, audio interface **222** may include an audio CODEC for compressing and/or decompressing the audio data. Although audio interface **222** is described as a hardware device, it may also be implemented completely in software, or a combination of hardware and software.

Communications interface **224** provides one or more interfaces for transmitting and/or receiving data into CPU **215** from external devices, including any of input/output devices **250**. Communications interface **224** may be, for example, a serial port (e.g., RS-232, RS-422, universal serial bus (USB),

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IEEE-1394), parallel port (e.g., IEEE 1284), or wireless port (e.g., infrared, ultraviolet, or radio-frequency transceiver). In some embodiments, audio, video and/or network data may be exchanged with CPU **215** through communications interface **224**.

Input/output devices **250** include video output **252**, video input **254**, audio output **256**, audio input **258** and user input **260**. Video output **252** may be any device for displaying visual information such as a cathode ray tube (CRT), liquid crystal display (LCD), light emitting diode display (LED), plasma display, or electroluminescent display. Video input device **254** may be an analog or digital camera, camcorder, or other image-capture device. Audio output device **256** may be a speaker, headphone, earpiece, or other audio transducer that converts electrical signals into audible tones. Audio input **258** device may be a microphone or other audio transducer that converts audible sounds into electrical signals and may be a stand-alone device or incorporated in other devices such as a telephone handset. Signals from input/output devices may also be exchanged with CPU **215** through communications interface **224**. User input device **260** may be any conventional device for communicating user's commands to network terminal **200** including, for example, keyboard, keypad, computer mouse, touch screen, trackball, scroll wheel, joystick, television remote controller, or voice recognition controller.

Data storage device **230** includes computer-readable instructions and data for user terminal **200** to provide and/or access personal channels over network **170**. Data storage device **230** may include, for example, program code for a personal channel application **240**, a personal channel data file **232** and media content **234**. In addition, data storage device **230** may include other computer instructions, such as program code for Internet communications, operating system, kernel, device drivers, configuration information, such as a Dynamic Host Configuration Protocol configuration, a web browser, and any other software that may be installed on user terminal **200**. For example, data storage device **230** may store a user interface that may be accessible using input/output devices **250** and allow users of the user terminal **200** to access the functionality provided therein. Where the user terminal **200** is implemented as a set-top box, the user interface may include such features as a program guide, channel selector, pay-per-view or video-on-demand selector, and an interface to control the various video recording and playback control options. In the preferred embodiments, such a user interface includes an access to the personal channels facilities described herein, thus allowing a user of user terminal **200** to select the personal channel facility using, for example, the user input devices **260** available to user terminal **200**.

The configuration or relationship of components **210-260** illustrated in FIG. 2 is exemplary. The components of user terminal **200** may be independent components operatively connected, or they may be integrated into one or more components including the functions of some or all of components **210-260**. For example, input/output devices **250** may be a plurality of independent devices within separate housings detachably connected to a generic controller, such as a personal computer or home entertainment system. In other implementations, controller **210** and input/output devices **250** may be integrated within a single housing such as a set-top box or portable telephone. One of ordinary skill in the art may select different configurations of components based on the requirements of a particular implementation of a network terminal giving consideration to factors including, but not limited to, cost, size, speed, form factor, capacity, portability, power consumption and reliability.

User terminal may include functionality directed towards other capabilities. For example, user terminal **200** may be a set-top box providing broadcast video. In such a case, the user terminal may include components such as a radio-frequency (RF) interface to receive and transmit broadcast signals. The RF interface may be further connected to other known components for tuning and processing RF modulated audio/video signals, which may also be connected to the video interface **220** and/or audio interface **222**. Likewise, if the user terminal **200** is a mobile telephone, the user terminal may include other components such as an RF interface to receive and transmit wireless communications signals, which may be further connected to other known components to process such wireless communications signals, and which may be further connected to network interface **218** to provide connectivity to network **170**.

As further illustrated in FIG. 2, preferred user terminal **200** may execute software processes associated with providing personal channels, as further described below. CPU **215** may execute personal channel application **240** including management module **242**, editing module **244**, viewer module **246** and transmission module **248**.

Management module **242** includes computer instructions executed by CPU **215** for providing an interactive user interface for managing personal channels (which may be accessible via the general user interface provided by user terminal **200**). Management module **242** may enable a user to create, view, store, edit and delete personal channels stored on user terminal **200**. Further, management module **242** may enable the user to manage a library of personal channels. Through the library, a user may selectively view and/or edit personal channel metadata including, for instance, name, subject, description, privacy setting, approved viewers, viewer age, creation time/date, media content, media content size, last viewed time/date, number of viewings, average viewer rating. Further, the library may enable a user to organize channels into categories. For instance, the management module may allow the user to organize personal channels into related categories according to any of the aforementioned metadata.

Editing module **244** may include computer instructions executed by CPU **215** for providing an interactive user interface for modifying media content. Editing module **244** may, for example, allow a user to cut, trim, paste, merge, add special effects, add text, sound and/or themes. In some implementations, editing module **244** may be a third-party media-editing software application such as, for example, IMOVIE by Apple Computer, Inc.

Viewer module **246** may include computer instructions executed by CPU **215** for providing an interactive user interface for viewing media content. Viewer module **246** may provide controls for playing, recording, rewinding, reviewing, cueing, fast-forwarding, and/or pausing media content. In some implementations, viewer module **246** may be a third-party media viewer application such as QUICKTIME by Apple Computer, Inc., or WINDOWS MEDIA PLAYER by Microsoft Corp.

Transmission module **248** may include computer instructions executed by CPU **215** for transmitting media content between user terminals **110** and **130**. In some implementations, transmission module **248** may transmit content in “real-time” such that the content is displayed at a receiving user terminal at, or nearly at the same rate the content is transmitted with little or no perceptible delay by the receiving user (e.g., 30 frames per second or faster). For example, in response to a request to view a personal channel from a second user terminal **130** over network **170**, personal channel application **240** executing in first user terminal **110** may cause

transmission module **248** to initiate a video transmission of media content in RTP protocol. In other implementations, the content may be “streamed” to second user terminal **130** in discrete, viewable portions and displayed by second user terminal **130** as it is received (with some local buffering to avoid network transmission problems). In still other implementations, the media content may be downloaded as a single file that is received by second user terminal **130** as a whole before being displayed. Moreover, transmission module **248**, may adjust the format and/or quality of the requested content to suit the capabilities or preferences of the second user terminal **130** (e.g., mobile telephone, personal computer or television.)

The configuration or relationship of software modules **240-248** illustrated in FIG. 2 is exemplary. Software modules **240-248** may be independent modules operatively connected, or they may be combined within a single module including the functions of some or all of the modules.

FIG. 3 provides a block diagram illustrating an exemplary personal channel data file **232** and media content **234** stored on user terminal **200** in storage device **230**. As illustrated, personal channels data file **232** may associate records (e.g., 001 and 002) with media content **234**. A record may be associated with any type of media content **234** including audiovisual works, motion pictures, pictorial works, graphic works, or sound recordings. Media content **234** may be user-generated content captured on a user input/output devices **250** and uploaded to a user terminal **200**. For example, the content may be a home video captured by a user with a camcorder.

Personal channel data file **232** may include a plurality of personal channel records associating a specified personal channel with a specified content item. In the example of FIG. 3, channel record with the identifier “001” has been specified as including the media item “AAA.” Although illustrated in FIG. 3 as a one-to-one mapping, a personal channel may be associated with more than one piece of content, for example, by inclusion of multiple records identifying a matching channel identifier with different content items. Likewise, individual content items may be associated with more than one personal channel record by including a reference to the content item in multiple records. Although FIG. 3 shows the record for personal channel “001” referencing media content item “AAA” by name (e.g., a file/directory name), the media content may be referenced by, for example, a memory address to the location of the of the audiovisual file in the storage device, a video resource locator (VRL), a uniform resource locator (URL) or network address identifying a location on network **170**.

Personal channel data file **232** may include additional information associated with a personal channel including personal channel metadata and statistics. Metadata may include information such as the personal channel name, description, subject, privacy category and viewer age rating. Statistics may include information such as creation time/date, content size, running time, last viewed time/date, number of viewings and average viewer rating. Alternatively or concurrently, such additional information about personal channels created by the user may be stored at data center **150**, as further described below.

FIG. 4 provides a block diagram of an exemplary data center **150**, which may be one or more processing devices that execute software modules stored in one or more memory devices to broker the exchange of personal channels between user terminals **110** and **130**, and provide other functions as described herein. Data center **150** may include controller **410**, network interface **430**, and data storage system **435**.

Controller **410** may be one or more generic computer systems including, for example, a personal computer, minicomputer, microprocessor, workstation or similar computer platforms typically employed in the art. Controller **410** may be comprised of a CPU and memory for executing and storing data and instructions as is well known. CPU may be any conventional controller such as an off-the-shelf microprocessor (e.g., INTEL PENTIUM), or an application-specific integrated circuit specifically to adapted for data center **150**. Memory may be one or more memory devices that store computer instructions and data that, when executed by the CPU, perform the methods described herein. These memory devices may include semiconductor and magnetic memories such as RAM, ROM, EEPROM, flash memory, optical disks, magnetic disks, etc. Network interface **430** may support any telecommunications or data network including, for example, Ethernet, ATM, IP, WiFi, token ring, Fiber Distributed Data Interface.

Data storage system **435** may be one or more memory devices to store computer instructions and data used by controller **410**. Data storage system **435** may include: personal channel database **440**, feedback database **450** and user account database **460**. Personal channel database **440** includes records associating personal channel identifiers and metadata with a channel identifier, allowing other users to access personal channels over network **170**. Additionally or alternatively, personal channel database **440** may store media content for access over network **170**. For example, a user may lease data storage space at data center **150** from the user's communications service provider in lieu of, or in addition to storing media content at user terminal **110**.

Feedback database **450** includes records associating a personal channel with ratings submitted by users. For instance, as illustrated in FIG. **5B**, feedback database **450** may associate each personal channel with one or more of a terminal identifier, a plurality of viewer ratings, a count of viewer ratings submitted and an average viewer rating. User account database **460** may contain a plurality of data records associating a user with a terminal identifier, login name, password, personal information (e.g., address, phone number) and/or demographic information (e.g., gender and age). Although FIG. **4** illustrates databases **440-460** as being stored locally in data storage device **435**, any of databases **440-460** may instead be located external to data center **150** and accessible through network **170**.

As further illustrated in FIG. **4**, controller **410** may execute software processes that support the implementation of the exemplary personal channel systems and methods. In addition to operating systems and other software applications typically employed in a network server, controller **410** may execute a personal channel manager **415** including web server module **420**, catalog module **422** and feedback module **424**. Web server module **420** provides functionality for receiving traffic over network **170** from user terminals **110** and **130**. For example, web server module **420** may be a standard Hypertext Transfer Protocol (HTTP) server that a user may access using a web browser program, such as Microsoft's Internet Explorer. Catalog module **422** may include computer-executable instructions for generating an interactive catalog of personal channels available on network **170** based on personal channel metadata submitted by users at user terminals **110** and/or **130** (and stored, for example, in personal channel database **440**). Feedback module **424** may include computer-executable instructions for calculating personal channel ratings submitted by user terminals **110** and/or **130** (and stored, for example, in feedback database **450**).

FIG. **5A** provides a block diagram illustrating an exemplary personal channel database **440** stored at data center **150** in data storage device **435**. Personal channel database **440** may include a plurality of records for a plurality of personal channels stored at user terminals **110** and/or **130**. For instance, personal channel record **510** may associate a personal channel with a channel identifier and personal channel metadata. A channel identifier may be any means of identifying user terminal **110** and **130** on network **170** including, for example, a network address, video resource locator (VRL), a telephone number, a MAC or IP address, or a URL. Metadata may include a user name, personal channel name and identifier, personal channel description, subject area, privacy category and viewer age rating. The user name may be, for instance, the author of the media content or the creator of the personal channel. The channel name may be the short title given to the personal channel by the user who created the channel, and the channel identifier may be the identifier assigned to the channel by the creating user's terminal. The personal channel description may be the detailed description of the subject matter of the personal channel. The personal channel subject may be a general subject area (e.g., genre) associated with the content in the personal channel, which may be useful in identifying/grouping personal channels of interest to other users, such as, movies, sports, comedy, drama, action, education, history, local interest, and the like. The privacy category may be level of public access given to the personal channel. For instance, a channel may be available to the general public or, alternatively, the access to the personal channel may be limited to a predetermined set of users or network terminals. Age rating is an age category of the viewer for which the personal channel may be appropriate. For example, similar to Motion Picture Association of America's movie ratings, the user who creates a personal channel may designate the subject matter as appropriate for children, teenagers, or adults. Privacy and age rating data may be used by data center **150** in conjunction with user data stored in user account database **460** to deny access to personal channels by users not meeting the parameters specified in the privacy and/or age rating data. In addition, personal channel record **510** may contain additional data including personal channel statistics such as creation time/date, media content size, running time and last viewed time/date.

FIG. **5B** provides a block diagram illustrating an exemplary feedback database **450**. Feedback database **450** may include a plurality of records associated with personal channels included in personal channel database **440**. Feedback record **520**, for example, may include an association between a personal channel and a rating submitted by users who have viewed the personal channel. Records data **520** may include a channel identifier, channel name, rating and number of reviews. The rating may be, for example, an average rating calculated by controller **410** based on a plurality of ratings submitted by users who have viewed the associated personal channel, or may be a rating by a single user who has viewed the associated personal channel (in which case there may be multiple records **520** associated with each personal channel, corresponding to ratings by individual viewing users).

FIGS. **6A** and **6B** provide diagrams illustrating an exemplary personal channel catalog **600** and an interactive programming guide **650**. Based on data from personal channel database **440** and feedback database **450**, data center controller **410** (using the facilities of catalog module **422**) generates personal channel catalog **600**. Catalog **600** may be implemented using, for example, hypertext markup language (HTML) or extensible markup language (XML), and may be

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presented to user terminals **110** and **130** over network **170** in an Internet browser or other user interface available at the user terminal.

As shown in FIG. 6A, personal channel catalog **600** may list personal channels available at user terminals **110** and/or **130**, based on a plurality of categories generated from personal channel database **440** and feedback database **450**, including subject, channel name, creating user's name, channel description, viewer age rating, privacy level, length, viewer rating and number of viewer reviews. As typical, a user may selectively sort personal channels listed in the catalog **600** based on any one of the displayed categories.

Catalog module **422** may allow users to perform additional operations which may be accessible via catalog **600**. In the preferred catalog **600** of FIG. 6A, display elements are provided that enable a user to select from a plurality of operations including, "search", "rate", "add-to-favorites," "create folder" and "view channel". If a user selects the "search" operation, the user may perform a keyword search of the personal channel database **440**. This may be accomplished by submitting a search query to data center **150**, which may generate a catalog **600** containing search results corresponding to the search query, or through a local filtering of the catalog **600** and redisplay of search results corresponding to the search query which are a subset of the catalog **600**. If a user selects the "rate" operation, a user may be prompted to submit a rating of a personal channel to data center **150** which stores the feedback in database **450** in association with the selected personal channel. If a user selects "add to favorites", the user may add a selected personal channel to a "favorites" data record associated with the user in, for example, user account database **460**. If a user selects the "view" operation, then personal channel module **420** executes a process allowing the user to view the selected video stored on a user terminal **110** and/or **130**, as further described below. In addition to the "favorites" folder, the recently viewed personal channels of the user may automatically be stored in a "recently viewed" data record associated with the user in, for example, user account database **460**, and may be accessible to the user via a "recently viewed" folder accessible via catalog **600**. The user may also create folders having personalized themes such as, for instance, "family", "birthdays" and "holidays" which may be accessible via catalog **600**.

Additionally or concurrently, personal channels **232** may be displayed as a channel listing within an interactive programming guide **650** supplied by a provider of broadcast or subscription television programming. Using the interactive programming guide **650**, customers of the provider may browse and select personal channels alongside commercial and broadcast television channels offered by the provider. For instance, as shown in FIG. 6B, "personal channel 001" and "personal channel 002" are listed together with common commercial broadcast channels (e.g., NBC, ABC, CBS, FOX and TNT). A user may, for instance, acquire rights from the provider include the user's personal channel(s) in the provider's programming guide **650**. In some cases, the rights may allow the user to control the content of an entire channel listed in the programming guide **650**. In other cases, the rights may allow several users to share a single personal channel listing during different time periods. By offering personal channels in interactive programming guide **650** together with commercial programming, a user may expose the personal channel to a provider's broad audience that may be otherwise inaccessible to the user.

The interactive programming guide **650** may be a graphical user interface generated by the provider and presented to customers through a terminal **200** (e.g., a set-top box, remote

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control, and television). The provider may obtain the personal channel metadata **510** and/or **520** from the data center **150** for inclusion in the interactive programming guide **650**. The data center **150** may, for example, simply send this metadata to the provider or the provider may retrieve the metadata using a request/response mechanism (free or fee-based) known to those skilled in the art. The television provider may then format the personal channel metadata **510** or **520** for presentation within the provider's interactive programming guide **650** in a combined listing including broadcast television program information. For example, as shown in FIG. 6B, programming guide **650** may present commercial/broadcast channels and personal channels in a table based on the time and date. Alternatively, the interactive program guide **650** may enable a customer to select from a listing of commercial/broadcast channels and personal channels available for transmission on-demand.

A customer of the provider may interact with the programming guide **650** in the typical manner. By way of example, using a television remote control to input selections to a set-top box, a customer may view a personal channel by selecting the channel's listing from the programming guide **650**. The programming guide **650**, may enable a customer to choose from other interactive functions, such as requesting channel details, recording channel content, and/or adding the a channel to a list of the customer's favorites. In addition, the interactive programming guide **650** may enable a user to search for channels and/or content available from the provider, and include personal channels in a search result together with commercial channels meeting the customer's search criteria.

Moreover, through the interactive programming guide **650**, a customer may receive a notification that the customer has been invited to subscribe to another's personal channel. If the invitation is accepted, the personal channel may be included in the customer's interactive programming guide **650**. For instance, a user may create a private personal channel accessible to a limited group of customers, such as the user's family members. A customer included in the group may receive an indication through the programming guide **650** that he/she is invited to subscribe to the personal channel and, by selecting "subscribe" through the interactive programming guide **650**, that personal channel may be added to the customer's channel listing.

FIG. 7 is a flowchart illustrating an exemplary process for providing a personal channel. Initially, a user may navigate a user interface of the user's terminal to locate and execute personal channel application **240** (**S715**). For example, where user terminal **100** is a set-top box in combination with a television, the user may use a remote control to navigate an on-screen program guide to select the personal channel application **240**. Where user terminal **100** or **130** is a mobile phone/device, the user may use a keypad to navigate a menu system to select the personal channel application **240**. The application **240** displays an interactive user interface which prompts the user to either select an existing personal channel or to create a new personal channel (**S720**). If the user selects an existing personal channel, a new record is established in personal channel data file **232** using the existing identification information for the personal channel. If the user chooses to create a new personal channel, a new record is established using new identification information associated with this new personal channel.

Next, personal channel application **240** may prompt the user to select media content to associate with the personal channel (**S725**). The media content may be stored on a separate user device (e.g., a video camera, a personal computer),

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on user terminal 110, or even remotely stored on network 170. In the event the media content item is stored on a separate user device, the personal channel application 240 may prompt the user to connect the separate user device to the user terminal through, for example, communications interface 224 and, subsequently, transfers the media content item from the user device to media content database 234 in data storage device 230 (S730). In the event the media content is stored on user's terminal 110 or in another location accessible via network 170, the application 240 may prompt the user for the location of the media content item, which may be specified in many well known ways (e.g., file/directory name, URL), and use the location information to retrieve (if necessary) that media content item and store such content on user's terminal 110.

After media content is retrieved for the personal channel, personal channel application 240 may provide the user the option to edit the media content item through editing module 244 (S735). The user may, for example, merge the media content item into other media content, trim the media content item, remove artifacts or blemishes, add titles, music, voice-over special effects, transitions between different portions or other typical media content editing procedures.

Next, personal channel application 240 may prompt the user to enter personal channel metadata describing the personal channel (S745). For instance, where user's network terminal 110 is a set-top box, the user may use the remote control to input information describing the personal channel. Referring back to FIG. 5A, one example of such information for a personal channel related to graduation ceremony includes metadata information such as a channel name (e.g., "John's Graduation"), description ("Northern High School Graduation 2005"), privacy category (e.g., "none") and viewer age rating (e.g., "Rated-G"). In the case where the user is adding a content item to an existing personal channel, the user may be given the opportunity to edit the metadata already associated with the personal channel.

When the user completes the process of creating/updating a personal channel, the metadata is transmitted (S750) by the user's network terminal 110 to data center 150 over network 170 where it is stored in personal channel database 440 in association with a channel identifier associated with the user or the user's terminal (e.g., VRL, the user's telephone number, the MAC or IP address of the user terminal). Alternatively, a user may also store personal channel media content at data center 150 rather than storing the media content at user's terminal 110.

FIG. 8 is a flowchart illustrating an exemplary process for viewing personal channels. In order to view a personal channel, a second user at a second user terminal 130 may use the user interface provided by second user terminal 130 to access the personal channels application provided therein (S805). In the case of a set-top box, this may be accomplished by navigating to a portion of an interactive program guide which allows the second user to invoke the personal channels application 240. In some embodiments, the program guide may provide a combined list of channels including personal, commercial and broadcast channels. The second user terminal 130 may then access the data center 150 over network 170 to retrieve personal channel catalog 600 and display this to the user (S810). This may be accomplished, for example, by making an appropriate request to the HTTP server capabilities of data center 150 to provide the catalog 600 to the second user terminal 130, and by data center 150 providing the catalog 600 to the second user terminal 130. The second user terminal may display the catalog 600 using its user interface functionality. Optionally, depending on the identity of the second user (which may be determined based on the terminal

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identifier of the second user terminal 130 or through a commonly known log-in process), the data center 150 may limit the contents of the catalog to those personal channels which the second user has sufficient rights to access, based on the privacy category set for the personal channel in the associated record in the personal channel database 440.

Through personal channel catalog 600, the second user may browse or search available personal channels (S815). For instance, where second user terminal 120 is a set-top box terminal, the second user may use the remote control device, to submit a search query, and the set-top box may then interact with the data center 150 to obtain resulting catalog 600 of search results corresponding to the search query.

From catalog 600, the second user may select a personal channel to view at user terminal 130 (S820). For example, where the second user terminal is a set-top box, the second user may use the remote control device to select one of the personal channel listings displayed in catalog 600. Upon receiving the second user's selection, the personal channel application 240 causes the second user terminal 130 to send a message to the data center 150 requesting viewing of the selected personal channel. The message may include the channel name/identifier.

Data center 150 receives the message from the second user terminal 130, and determines if the second user may access the selected personal channel (S822). In some instances, the second user may be denied access to the personal channel if the second user's personal data in user account database 460 does not meet the predetermined privacy, age rating or other parameters defined by the selected personal channel's associated metadata. If the second user is permitted to access the selected personal channel, data center 150 sends the second user terminal 130 an channel identifier of the selected personal channel, as well as any other information that may be needed to access the personal channel (S825). For example, certain security facilities may be used to ensure the identities and authorization to access user terminals, such as encryption, digital signatures, tokens and keys. This security information may be provided to the second user terminal 130 if needed.

Based on the channel identifier, the second user terminal 130 contacts the first user terminal 110 over network 170 and requests access to the selected personal channel (S830). In response, first user terminal 110 may establish a communication link with the second user terminal 130 (e.g., a streaming media session), and transmit any media content items associated with the selected personal channel to second user terminal 130 (S835). Second user terminal 130 receives the transmission (S840) of media content, and may present it to the second user via the input/output devices 250 associated with the second user terminal 130 (S845). After viewing, second user may be given the opportunity to transmit feedback data to the data center 150 which may be stored in feedback database 450 (S850).

In an alternate implementation, second user may directly access a personal channel at first user terminal 110 based on a known channel identifier. In other words, a second user who knows the identifier of a personal channel in advance may access the first user's personal channels without obtaining the channel identifier or other information from data center 150. In another implementation, the personal channel media content may be stored at data center 150. In such case, second user terminal 130 may access the personal channel directly from data center 150.

Any of the steps of the sequences illustrated in FIGS. 7 and 8 described above are subject to authentication by user identification, keyword and/or cryptographic key. For example,

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user verification and/or authorization may be required before accessing network terminals **110** and **130**, accessing network **170**, and/or video messaging controller **150**. Furthermore, data stored in memory, storage devices and/or contained in video messages may be encrypted.

Although FIG. 7 and FIG. 8 illustrate the embodiments of the present application in a particular sequence, it will be readily apparent to an artisan that certain steps may occur in a different sequence or concurrently. Furthermore, it will be will be apparent to an artisan that certain steps may be divided into a plurality of steps, or combined in to a single step. Finally, it will be apparent to an artisan the additional steps may be inserted amongst the list steps of the exemplary processes.

CONCLUSION

For purposes of explanation only, certain preferred embodiments of the present invention are described herein with reference to the components illustrated in FIGS. 1-8. The functionality of the illustrated components may overlap, however, and may be present in a fewer or greater number of elements and modules. Further, all or part of the functionality of the illustrated elements may co-exist or be distributed among several geographically dispersed locations. Moreover, embodiments, features, aspects and principles of the present invention may be implemented in various environments and are not limited to the illustrated environments. Also, the processes described herein are not inherently related to any particular apparatus and may be implemented by any suitable combination of components.

The foregoing description of possible implementations consistent with the present invention (as recited in the appended claims) does not represent a comprehensive list of all such implementations or all variations of the implementations described. The description of only some implementation should not be construed as an intent to exclude other implementations. Artisans will understand how to implement the invention as recited in the appended claims in many other ways, using equivalents and alternatives that do not depart from the scope of the following claims. Moreover, unless indicated to the contrary in the preceding description, none of the components described in the implementations are essential to the invention.

What is claimed is:

1. A method comprising:

transmitting, by a first device and to a second device, information associated with a channel,
the second device being different than the first device,
the channel being associated with media content stored in a memory of the first device;

receiving, by the first device, a request to access the channel,
the request being received from a third device,
the third device being different than the first device and the second device,
the request being transmitted to the first device based on an identifier of the channel,
the identifier of the channel being provided to the third device, by the second device, based on the second device determining that a user of the third device is authorized to access the channel; and

transmitting, by the first device, the media content directly from the first device to the third device based on receiving the request,
the first device being a first user device and the third device being a second user device, and

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the media content being transmitted to the third device as part of a streaming media session.

2. The method of claim 1, further comprising:

establishing, by the first device, a communication link between the first device and the third device,
where transmitting the media content includes:
transmitting, using the communication link, the media content directly from the first device to the third device.

3. The method of claim 1, further comprising:

receiving the information associated with the channel from a user of the first device,
where the information associated with the channel includes metadata associated with the channel.

4. The method of claim 3, further comprising:

storing, in a data structure, information identifying the channel in association with:
the metadata, and
information identifying the media content.

5. The method of claim 3, where transmitting the information associated with the channel includes:

transmitting the information associated with the channel, including the metadata, to cause the information associated with the channel to be stored, by the second device, in association with the identifier of the channel.

6. The method of claim 1, further comprising:

selecting an option to create the channel or an option to modify the channel;

retrieving the media content after selecting the option to create the channel or the option to modify the channel and prior to transmitting the information associated with the channel; and

associating information identifying the media content with information identifying the channel after retrieving the media content and prior to transmitting the information associated with the channel.

7. The method of claim 1, further comprising:

transmitting other content to the second device to permit the second device to send the other content directly to a fourth device.

8. A system comprising:

a first device, comprising a memory, to:

transmit, to a second device and via a network, information associated with a channel,
the second device being different than the first device,
the channel being associated with media content stored in the memory of the first device;

receive a request to access the channel,

the request being received from a third device,
the third device being different than the first device and the second device,

the request being transmitted to the first device based on an identifier of the channel,

the identifier of the channel being provided to the third device, by the second device via the network, based on the second device determining that a user of the third device is authorized to access the channel; and
transmit the media content from the first device to the third device based on receiving the request,

the first device being a first user device and the third device being a second user device, and

the media content being transmitted from the first device to the third device as part of a streaming media session.

9. The system of claim 8, where the first device is further to: receive the information associated with the channel from a user of the first device,

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where the information associated with the channel includes metadata associated with the channel.

10. The system of claim 9, where the metadata includes information identifying privacy associated with the channel and information identifying an age rating associated with the channel.

11. The system of claim 9, where, when transmitting the information associated with the channel, the first device is to: transmit the information associated with the channel, including the metadata, to cause the information associated with the channel to be stored, by the second device, in association with the identifier of the channel.

12. The system of claim 8, where the first device is further to: transmit other content to the second device to permit the second device to send the other content directly to a fourth device.

13. The system of claim 8, where the first device is further to: establish a communication link between the first device and the third device, where, when transmitting the media content, the first device is to: transmit, using the communication link, the media content directly from the first device to the third device.

14. A non-transitory computer-readable medium storing instructions, the instructions comprising:

one or more instructions which, when executed by one or more processors of a first device, cause the one or more processors to transmit, to a second device via a network, information associated with a channel, the second device being different than the first device, the channel being associated with media content stored in a memory of the first device;

one or more instructions which, when executed by the one or more processors, cause the one or more processors to receive a request to access the channel, the request being received from a third device, the third device being different than the first device and the second device, the request being transmitted to the first device based on an identifier of the channel,

the identifier of the channel being provided to the third device, by the second device via the network, based on the second device determining that a user of the third device is authorized to access the channel; and one or more instructions which, when executed by the one or more processors, cause the one or more processors to transmit the media content from the first device to the third device based on receiving the request,

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the first device being a first user device and the third device being a second user device, and the media content being transmitted from the first device to the third device as part of a streaming media session.

15. The non-transitory computer-readable medium of claim 14, where the instructions further comprise:

one or more instructions to receive the information associated with the channel from a user of the first device, where the information associated with the channel includes metadata associated with the channel.

16. The non-transitory computer-readable medium of claim 15, where the metadata includes information identifying an age rating associated with the channel and information identifying a level of access associated with the channel.

17. The non-transitory computer-readable medium of claim 16, where the instructions further comprise:

one or more instructions to store, in a data structure, information identifying the channel in association with: the metadata, and information identifying the media content.

18. The non-transitory computer-readable medium of claim 17, where the instructions further comprise:

one or more instructions to transmit other content to the second device to permit the second device to send the other content directly to a fourth device.

19. The non-transitory computer-readable medium of claim 14, where the instructions further include:

one or more instructions to establish, by the first device, a communication link between the first device and the third device,

where the one or more instructions to transmit the media content include:

one or more instructions to transmit, using the communication link, the media content from the first device to the third device.

20. The non-transitory computer-readable medium of claim 14, where the instructions further include:

one or more instructions to select an option to create the channel or an option to modify the channel;

one or more instructions to retrieve the media content after selecting the option to create the channel or the option to modify the channel and prior to transmitting the information associated with the channel; and

one or more instructions to associate information identifying the media content with information identifying the channel after retrieving the media content and prior to transmitting the information associated with the channel.

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